

Team 3+3

Team Goals

Learn about Software Development Processes
Build a Product
Work as a Team

Team Strengths

Tian Ji: Angular, typescript frontend, node.js, Java, Python

Xin Zheng: React, Javascript frontend, Python, Java.

J.R.: back-end development (Node.js, Java, Golang, Python), front-end development (JavaScript, Vue.js, Angular), mobile (Android), Linux

Yuan Sun: Ruby on Rails, Python, C/C++, Linux

Caleb Chen: React, Javascript, Java, HTML/CSS, Python

Team Biographies



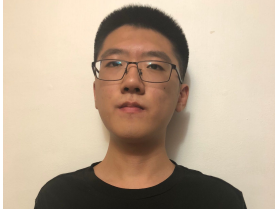

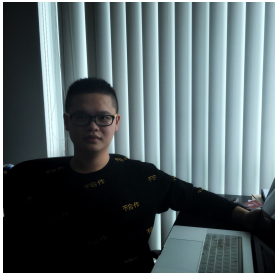
I'm J.R. Maingat, a fourth-year Computer Science student at the University of Toronto. I have a year of professional software development experience through two previous co-op terms.

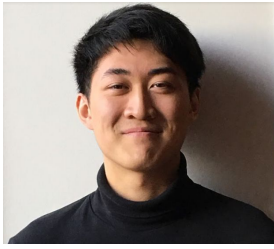

Most recently, I worked at RBC as a software developer, where I developed algorithms for more efficient document querying and migrated the legacy front-end for an internal search engine, built on Elasticsearch, Node.js and Angular.

Previously, I also worked for the Ontario Treasury Board Secretariat as a software developer, where I built API endpoints in the Go back-end and revamped the build process on a social media intranet platform that connects public servants across the province.

Outside of work, I like to contribute to open-source projects whenever I can, primarily during GitHub's yearly Hacktoberfest. Most notably, I've implemented features for Vim for Visual Studio Code, one of the most used extensions on Microsoft's popular text editor.

Outside of tech, I like to play the guitar (American Primitive style)

	and travel (time and money allowing).
	<p>My name is Tian Ji Liu, I am currently a 4th year CS software engineering stream student at UTSC. I have been interested in coding since high school and this never stopped for me. Recently, I have taken CSC09, a web development course and my group project decided to use react as the frontend language along with node.js backend, as I finished the course, I then challenged myself to learn everything about angular from scratch since I was very interested in web developing for a Angular frontend based website project, I am also fairly comfortable with node.js backend.</p> <p>The other language that I have a decent knowledge about is Java as I have done many courses involving using Java as well as my CSCC01 project which was based on Java as well. Outside of code-related stuff, I spend a fair amount of time playing video games and going to the gym whenever I have time to.</p>
	<p>My name is Xin Zheng, a current 4th year Computer science specialist student at UTSC. Video games, fancy websites, advanced software are always my favorite stuff, so I will enjoy this experience that works with my team to accomplish something.</p> <p>For my CscC01 team project, I am responsible for the frontend using React, with exploring new techniques, overcoming challenges, I have a certain understanding of the software development process, also interested in backend stuff which connects the server and operating system, hope I can gain more experience with using backend structure techniques.</p> <p>When I am not working with the computer, I will do exercise, watch basketball and soccer games and also the E-sport competition, sometimes I read books or magazines that relate to programming.</p>
	<p>I'm Caleb Chen. I'm a fourth-year student in Computer Science specialist in software engineering at UTSC. I worked at Klick Health as a front-end web developer in my previous work term. And I helped the QA team built a product automation tool written in Java and an email testing tool written in GoogleApp Script.</p> <p>I'm familiar with Java, JavaScript, and HTML & CSS & SASS. I am very detail-oriented because programming needs to proceed with great circumspection. As a team player, I</p>

	<p>understand the value of the individual contribution to the team and I am very familiar with Agile Software Development.</p> <p>In addition, I use my own time, my own initiative to learn web development (more interested in the backend stuff) because I'm curious about a lot of things about technologies so I am always looking for ways to improve my value. With excellent teamwork skills, detail-oriented and self-motivated, I can collaborate with my teammates well and help the team to meet the goal.</p>
	<p>Hey, my name is Yuan and I'm a member of the group Team 3+3. I'm a 4th year computer science student in the Software Engineering Stream. I've done an internship last summer making a Ruby on Rails app to scrape betting odds for sports matches. I've done a lot of programming in C/C++ in my personal time as I like to implement the things I learn in my algorithms courses and try to understand it better. In my free time I like to be physically active playing basketball, weightlifting, and rock climbing.</p>
	<p>My. Name is Sean van Wyk I am a 4th year computer science entrepreneurship stream.</p> <p>I have extensive web development experience that I honed while working at 2 startups on campus.</p> <p>During my time at these startups I lead development teams from a variety of backgrounds to success in very different systems</p> <p>I have experience with modern cloud infrastructure including docker, kubernetes, aws and google cloud</p> <p>I have experience in many different languages, frameworks and databases including; C, Java, Python, Javascript, Node.js, Express, GraphQL, MongoDB, Postgres, Mysql, Django, Bash scripting, html, css and React.</p> <p>I am extremely driven and passionate about modern team management learning how distributed teams handle working with people from so many backgrounds</p>

Team Expectations Agreement

1. Methods of communication

- Slack primarily for official communication
- Messenger for backup communication

2. Communication Response Times

Within 10 minutes on Slack and Messenger

3. Meeting Attendance

- a. Weekly mandatory meetings on Monday at 11AM.
- b. Wednesday?

4. Running Meetings

- a. We will run meetings in IC406 and find a place nearby if we can't use the lab
- b. Meetings will be face to face
- c. For standup meetings, we will each have 5 minutes to talk about our progress and what needs to be done for the next standup meeting as well as any conflicts that have occurred.

5. Meeting Preparation

- a. Be prepared to discuss what has been finished since the last meeting, which tasks will be taken by whom. Especially important for Mondays.

6. Version Control (Git)

- a. Single line commit messages for small changes
- b. We will follow a subject and body format for larger changes, guided by this [post](#)
- c. Also write a body to describe changes when a single line doesn't provide enough context
- d. Code should compile before committing

7. Division of Work

We will divide work based on skills and strengths so team members will be most comfortable. We will also discuss our progress in meetings and we will be adaptive to help others when needed.

8. Submitting Deliverables

- a. We will code review together as a team before submission and submit the work as a team
- b. We will aim to submit 2 days before deadlines
- c. Ensure proper grammar before submitting reports

9. Contingency Planning

If a team member drops out, we can probably continue along fine since we have 6 group members but we will let the instructor know about the situation. If a member has a sickness where they are physically and mentally incapable of coding alone then the other group members will work that members' portion equally. If a member consistently misses meetings, we will continue to try to get the member to attend meetings since we already know each other's schedules. If they refuse to attend meetings we will just go to the professor claiming the group member is unwilling to cooperate.

If a team member is academically dishonest it would be very difficult for the other members to notice this since we will be making frequent commits but we will try to contact the professor as soon as possible.



This is Team 3+3 sharing a meal, we happened to all have brought potatoes from a nearby farm!
